

"Color" Space Invaders

OWNER'S MANUAL — Please read before using this equipment.

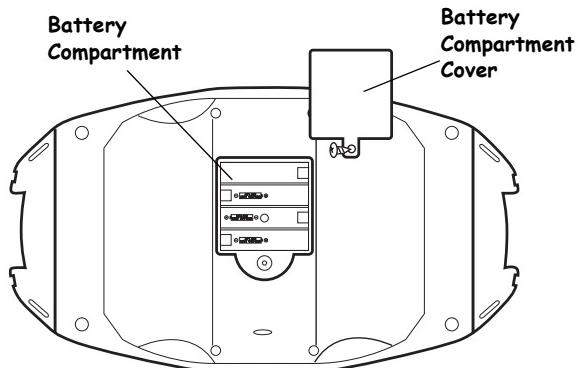
Your RadioShack "Color" Space Invaders is a new handheld version of the classic arcade game. Arcade sound effects let you take the arcade with you, wherever you go. The dual, full color display allows for 1 or 2 player games. Three different game modes challenge players' ability for each game.

INSTALLING BATTERIES

Your game requires three AAA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries. With three fresh batteries installed, the game can retain the game status and scores for months.

Caution:

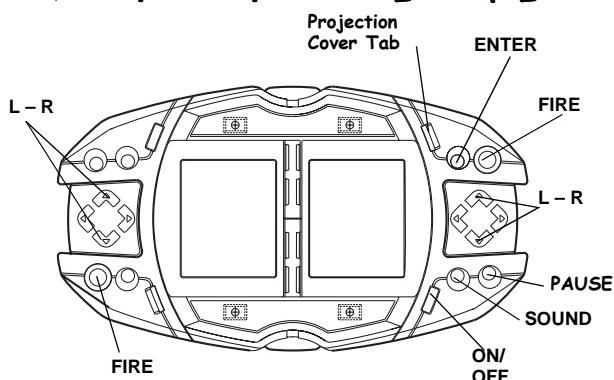
- Use only fresh batteries of the required size and recommended type.
 - Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
1. Use a Phillips screwdriver to remove the screw from the battery compartment cover, then remove the battery cover.
 2. Put the batteries into the compartment as indicated by the polarity symbols (+ and -) marked inside the compartment.
 3. Replace the cover and secure it with the screw.



Note: If you won't be using the game for a week or more, remove the batteries.

Caution: Always dispose of old batteries promptly and properly.

A QUICK LOOK AT THE GAME



Note: The unlabeled buttons are dummy buttons with no function.

TURNING THE GAME ON AND OFF

1. Before turning the game on, slide the tab to unlock the projection cover. Do not try to fully open the cover. The cover can only open to a certain angle.
2. To turn on the game, press ON/OFF. The display shows a demonstration game.

To conserve battery power, the game automatically turns off in about 2 minutes if you do not press any keys. To turn off the game sooner, press ON/OFF.

TURNING THE SOUND ON AND OFF

The game is preset to play sound effects. To turn the sound off at any time, press SOUND. Press SOUND again to turn the sound back on.

The game does not play sound effects during the demonstration game.

OBJECT OF THE GAME

The object of the game is to make points by shooting the invaders before they can land or destroy all of your cannons. You can make extra points by shooting the UFO.

Hint: An alert sounds when the UFO appears.

Each time you start a new game, you have three lives. Use the cannon to shoot the invaders and the UFO. If the cannon you are using is destroyed by the invaders, play stops and the display shows the remaining cannons, then play continues.

The game ends when the invaders destroy your last cannon or the invaders land. **GAME OVER** appears at the end of the game.

LEVELS OF PLAY

The game has three levels. The higher the level, the faster the invaders move and shoot. You advance to the next level if you destroy all of the invaders before they destroy your cannons or before they land.

For One Player

Level A — for a single player

Levels B and C — for a single player and a virtual opponent

Notes:

- To win a round, you must shoot down all of the invaders.
- If you lose all three cannons, or let the invaders land, you lose the round.
- To win the game, you must win all three rounds. **YOU WIN** and your score will flash.

For Two Players

Levels A and B — for two opposing players

Level C — for two players fighting the UFOs together

Notes:

- To win a round, you must be the first player to shoot down all of the invaders.
- The first player to lose all three cannons, or let the invaders land, loses the round.
- The first player to win all three rounds wins the game. If you win, **YOU WIN** and your score flash. If you lose, **YOU LOSE** and the score flash.

PLAYING THE GAME

1. Press **ON/OFF** to turn on the game.
2. Repeatedly press **◀** or **▶** to choose 1 or 2 players. **1P** (for 1 player) or **2P** (for 2 players) appears.
3. Press **ENTER** or **FIRE** to confirm the number of players. **A** appears.
4. Repeatedly press **◀** or **▶** to select the level (**A**, **B**, or **C**). Then, press **ENTER** or **FIRE**. The game starts.
5. Press these buttons to play the game:
◀ and **▶** — moves your cannon left and right.
FIRE — fires your cannon at the invaders and their UFO.

PAUSE — stops the game temporarily. Press **PAUSE** again to resume the game.

6. When the game is over, press **ENTER**. Repeat Steps 2-5 to play a new game.

If you do not start a new game, **GAME OVER** remains on the display for about 1 minute. Then the demonstration game plays for about 1 minute before the game automatically turns off.

To turn the game off sooner, press **ON/OFF**.

Note: If the game stops operating properly, press **ON/OFF** or reset the game to resume normal play. (See Resetting)

Scoring

Your score appears at the top of the display.

You Score	If You
100 points	Shoot any invader
200 points	Shoot the UFO

RESETTING THE GAME

If the game stops operating properly, use a pointed object (such as a straightened paper clip) to press the reset hole on the front of the game. This cancels the current game and deletes the high score.

CARE

Keep the game dry; if it gets wet, wipe it dry immediately. Use and store the game only in normal temperature environments. Handle the game carefully; do not drop it. Keep the game away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the "Color" Space Invaders internal components can cause a malfunction and invalidate its warranty. If your game is not performing as it should, take it to your local RadioShack store for assistance.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

RadioShack Customer Relations, 200 Taylor Street, 6th Floor, Fort Worth, TX 76102

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